FANTASTIC FANZINE

NO. 4
60¢

RETURN OF

YE GOOD OL' EDITOR'S PAGE

by: Stuart Kerr

Can it be? Is it true? Is this really issue number four? I guess time really does fly when your having fun. It seems like we just started this fanzine business.

I want to begin this edition of the editor's page by introducing myself. As you can see on the byline, my name is Stuart Kerr, and I am the new editor of Fantastic Fanzine. I have been with FF from the beginning as writer/artist on the 'Wheinis Bros.' and have helped out in other miscellaneous ways. Fantastic Fanzine has gone through many changes since its conception about six months ago. Just recently we experienced a shake-up which nearly caused the demise of the 'zine. Basically, it was a dispute concerning the direction that FF was going to take in the future. To make a long story short, Roy Harper, former production manager, and Jeff Brown, former editor, have left the ranks of Fantastic Fanzine. We certainly wish them luck in whatever ventures they have planned for their futures and will welcome any contributions they want to make to the content of the 'zine.

Way back in issue one of the mag (you've come a long way, baby), we had introductions to the staff of Fantastic Fanzine and I think now is a good time to do it again, to let you know the true identities of the cast and crew of Fantastic Fanzine.

First off, we have Ralph Griffith, who is the Art Director and currently the artist for 'Felonious Katt'. If you visit the local conventions, you must have seen him. He somehow manages to be everywhere at once. Ralph is the real driving force behind FF. He's talked about doing something like this for years. He also writes, having created the 'Unknown Swami' and the 'Hot Box'.

Robert Knight is now our Production Manager. He is also the writer of the 'Felonious Katt' strip and is the mag's reviewer. Rob takes Fantastic Fanzine very seriously, and strives to make it better with each issue. He was responsible for FF's size change and many technical changes and improvements.

Next, we have Stuart Kerr, Editor typist, interviewer, and occasional letterer.

Last, but by no means least, on our regular staff, is a fellow who calls himself 'Da Snoop'. We have never actually seen him. He just sends us his column every month and we print it for him.

Now that the formalities are past, it is time to begin the Editor's Page in earnest.

I'd like to take a moment to thank the beautiful and talented Rae Marie Tracy. She, using her incredible powers of shorthand, to transferred the words of Carl Potts and William Messner-Loebs to paper so I could type them out. Thanks, Rae, we couldn't a done it without ya.

You may be wondering about the path we have chosen to follow with Fantastic Fanzine. After much tho't, we decided that FF must forever remain a truly local production. It is specifically a magazine dealing with the Detroit/Southeastern Michigan comic fan. Not to say that it won't have information that a fan from other parts of the country could relate to, but, in order to put out a quality publication, we must keep to the area we are most knowledgeable about. Besides, there's plenty of talent in this area and we want to promote it.

Speaking of talent, our new artists, Tim Dzon and Jim Miller are continuing 'Corona', the strip they began in issue three. We are very pleased to spotlight these two individuals in our magazine. They recently took several hundred

copies of FF #2 to the Mid-Ohio Con in Mansfield, Ohio. The fans down there were pretty enthusiastic about it, and we would like to hear from some of them. C'mon, Ohio, send us your feedback!

The second installment of 'Heroes Unknown' appears in this issue. Personally, I like this idea and I've got a few suggestions for Mr. Kitchens' column myself. This will definitely be a regular feature of Fantastic Fanzine, and I don't see any shortage of topics for it.

Also inside, we are featuring more new local talent. Detroiter Alan Oldham has created a new and different hero in 'Johnny Gambit' begining this issue. Alan has a style all his own and has created a world full of off-beat characters and unique cityscapes. Fantastic Fanzine is very excited to debut this new artist/writer.

The highlight of our issue this month is the interview with Bill Loebs featured inside and the cover art by him. Bill is a truly friendly guy and I enjoyed interviewing him and just chatting with him at the first Extravacon at the San Souci Hall, where Bill was a guest.

I want to say sorry to Michael Lester, because, I have no pictures of the Extravacon to put in this issue. My entire roll of film came back blank! I was very upset because I know there were many good pictures on that roll, but, what can you do in that situation? The Extravacon brought back many memories for me. I used to go to cons there with Ralph back in '76-'77. Ah, the good ol' days. Well, before I start rambling, I will bid you adieu until next month or the next con.

--Stu

UNKNOWN HEROES NOTE

I would like to apologize to Bob Layton for an oversight in the first installment of Heroes Unknown, covering the Huntress. I inadvertantly left him out of the credits for DC Superstars #17. I wish to bring it to the attention of the fans that Bob Layton also deserves credit as co-creator of the Huntress.
Sorry, Bob.

--Mike Kitchen

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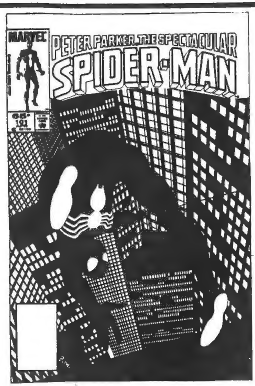
ECLIPSE COMICS
Before you lose your sense of wonder.

HOT BOX



Seems like every month something new is 'hot'. This month it seems to be Elementals #1, put out by Comico. This book is reported to have been sold for as high as $6 by some dealers. The book has beautiful art by Bill Willingham, and comic buyers are scooping this book up. And the print run is only a little over 50,000. Also in demand is the Elementals' first pearance, which took place in Justice Machine Annual #1, put out by the now-defunct Texas Comics This book, with a $2 price tag, is going as high as $5. Here's an obscure note. Last year, a black and white comic came out called Teenage Ninja Mutant Turtles #1. The first edition only about 2000 strong with a $1.50 cover price, dealers are now getting $7 to $15 apeice for this gem, which is a parody (I hope) on the early Frank Miller Daredevils. Nexus #1, the black and white magazine is much sought after, dealers claim. Prices on this mag range from $15 to $30. Also, there is a 500-copy, limited edition of #1, signed, with a 2-page poster, and a pencil sketch on paper-board by Nexus artist Rick Rude. This rarity has a price going between $30 and $50. On more frequented books: New Mutants #1 has been selling in the $3 to $4 range, and #2-present are moving very well, so expect to pay top or better Overstreet values for these books. At the Hot Box, we suggest you make sure you get copies of Who's Who in the DC Universe #1 and Crisis on Infinite Earths #1 reserved at your local comic shop. With all the talk about these two, we're sure they'll sell out rather quickly. Besides, it's primo stuff! Meanwhile, Marvel's Secret Wars saga has come to a close, so don't expect #1 to go higher than $4 to $5 tops, with the following issues at a buck or two each. See ya next month with the latest from the dealers in the Hot Box.

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FANTASTIC FANZINE INTERVIEW with

BILL LOEBS

part 1

FF: Well, Bill, The first thing I wanted to ask you about is your personal history and how you came to do Journey.

BL: Well, I was a history major in college and I spent the first two years at the University of Louisiana in New Orleans and the last two in Oakland University. When I graduated it turned out that there were not that many openings for consulting historians at GM. I sort of had the idea that I had not really intended to be a historian, because, that isn't something you can do anything with if you really don't want to teach. I more or less wanted to be a writer and I sort of had the idea that I would be a pulp writer. When I graduated from college, I suddenly came to realize what I had not realized previously, somehow: that there had not been any pulp novels in, like, forty years. So, I sent some things to science fiction magazines and did some samples and that sort of thing.

FF: So you have stories in some of the science fiction magazines?

BL: Not really. I never really was that successful. I blanketed my wall with rejection slips, as a matter of fact. What I would do was I would write for a while and then I would draw for a while. During one of the periods when I was drawing for a while, I got into the Royal Oak Art Fair and actually sold $100.00 worth of drawings. I said, "Oh, this is what it's like. You're actually supposed to make money at doing something!" So, I moved and became an illustrator and did art fair circuits, got work at fanzines and did all that kind of stuff. Finally, I went to the last Triple Fan Fare and bought a table there. It was a Triple Fan Fare they didn't heavily advertise, so all of us dealers ended up buying from one another. I had it in the back of my head that somebody would come up to me and say, "What great stuff! This is better than any comic book I have ever seen. I am publishing a comic book and I want you to work for me and I will make you a star." It was one of those little fantasies that you have. Well, just before the convention ended somebody came up to me and said, "I am publishing comic books. This is better than any comic book I have ever seen. Why don't you draw comics for me and I will make you a star?" As it turned out, he was a hideous criminal, but that's how I got into Power Comics. With the money I got drawing for him, which was like $300.00 or something-- that was Tim Donahoe, of hideous memory-- I homesteaded it up in Maine for a year. I came back, became a professional framer, had a do-it-yourself framing shop and got work for a whole bunch of fanzines. One of the fanzines I got work for was Tim Caldwell's Nucleus, and the same Nucleus I was in had a story by Dave Sim, and that is how Dave Sim and I got to know each other. So, ten years later (laughter), when Cerebus was successful enough to publish other artists, Deni got hold of me and asked me if I wanted to be in Cerebus.

FF: What did you do for Power Comics?

BL: I did what people seemed to expect of me. I did a rip-off of the Spirit, called the Mask, and I inked some of the other stories. Although, the first thing I did was something that never got published, which was called the 'Borgia', a sort of female, Batman-esque superhero, back when they didn't have any, actually. When I was doing all that, I worked up two or three ideas of my own for heroes, and one of them was a big, tough frontiersman who was actually a lot bigger and a lot tougher back then. He had a repeating flintlock and tomahawks up his boots and all that sort of thing. (kettle whistling in the background)

FF: Originally, when you got into comics, did you plan on doing superheroes?

BL: Well, back then-- I also went to Law School for about six weeks after I graduated college, massively unsuccessfully, but, in the Wayne counter culture community, Wayne State University, I went to a whole bunch of head shops and started reading underground comics. And I sort of knew all the way along that I was never going to be able to draw Batman, that my style, even back then

just wasn't that kind of thing and what I really wanted to do was undergrounds. But, just like you had to live in New York to do overground comics, you had to live in California to do undergrounds. I really didn't know how to go about it. The funny thing was that I was the person you would call if you needed two-and-a-half or four-and-three-quarters pages for your book. I was doing all these and I was feeling really cramped and I said, "I'm going to do the longest comic book story I can possibly imagine doing," which was at that point ten pages. So, I started doing this enormously long 'Bunny of Death' story, a sort of Charles Bronson rabbit. I was meaning to do it for Nucleus three, but, somewhere in the middle of it I was asked to create, first, "Welcome to Heaven, Dr. Franklin", and then, Journey. So, for me, it was really a big shock to go from the longest story I could imagine doing being ten pages, to suddenly doing a 22-page story in little bits and pieces in the back of Sorebus, and then doing a 20-page story every month.

FF I know I like your style of writing in the longer book. It's really amazing the number of little plots you have going on. Personally, I would like to know what it would be like if you did a spy book.

BL Well, I may be doing one, as a matter of fact, in collaboration with someone else. I'm still trying to get it together right now, we are still trying to see if we will be able to work together. I have a couple of ideas for a spy book set at the beginning of the 18th century, just after the Seven Years War. They call me Mister Commercial. (laughter)

FF Tell me about the evolution of Wolverine MacAlistaire.

BL I had this sort of frontier 'Trashman' figure that I had come up with before, and when I actually started doing him I decided, for one thing, rather than making him a teenager like everyone else does when making a superhero, I would make him as old as I could possibly imagine someone being and still remain sentient, which was forty years old at the time. Now that I am thirty-five...

FF Extended that a little bit?

BL Yes, it doesn't seem quite the daring step it did back then. I was talking to Mike Grell on the phone yesterday, and, even before I met him, I felt a kinship with him, because, we were the only two doing a regular hero feature in which the hero was forty years old. So, I had the idea that he would be old enough to have a real history behind him. When I sat down to create Journey, I wanted it to have an element...not neccessarily commercial, but a certain element of larger-than-life, a certain mythic element. I thought, well, our most natural mythic element is how our country began, the frontiersman, the indian and all the other natural arch-types. That would be the most natural way to go. I had him as a character, but, he just lived in this generic wilderness. I originally had him in 1830 and that would have meant he was a frontiersman in the more traditional setting, the Rockies, Wyoming and all those places. I felt that had already been done, plus, I felt I did not know enough about that. I would have to do all my research second hand. The notion of picking a very industrialized place that used to be completely wild frontier was interesting to me. Plus, most of the writers I really admired in science fiction and fantasy, when they did naturalistic stories, they picked their own melieu and wrote local color kind of stories. August Derlith wrote about the history of Wisconsin, H.P. Lovecraft wrote about Providence, Rhode Island, Robert Howard wrote West Texas stories and that seemed to me to be an excellent idea and that is one of the reasons I picked Michigan. Of course, once I did, it was only natural to call him Wolverine. Now, in comics, you always hear people say, "Oh, I never heard of Superman before I created this character," but, I had actually not read a lot of X-me stories, I had not read a lot of comic book stories for about ten years before I began writing them in earnest. I had never really read the New X-men extensively at all. I had sort of a blurred idea that all the characters sort of looked alike.

FF They used to.

BL Yeah, with those funny yellow and blue costumes and they all looked vaguely alien and sort of repellent to me. I later became a fanatic and would buy every issue as the rants wore on. But the fact is that I created my Wolverine, and I thought of him as Wolverine MacAlistaire. It was all one word.

So, the fact that there was this other Wolverine didn't bother me and it didn't really occur to me that they had the same name in a certain sense.

FF Why did you take Journey from Aardvark-Vanaheim to Fantagraphics?

BL Well, basically it was Aardvark's set up with us being co-publishers was that they would take care of the business side and we would take care of the creative side. As events went along, we realized we weren't getting any promotion at all, no ads anywhere. Even though ads don't reach a lot of readers, comparatively speaking, they do reach a lot of distributors and dealers. Even the large percentage of dealers weren't hearing about Journey. We were forced to do things like print an extra thousand copies of Journey, I went on a really killing schedule of signings and stuff to try and promote the book. We were spending all our time trying to do that and it was just killing us to try and get out the book, too. But, Aardvark just didn't have the cash flow, wasn't set up to do a lot of promotion and Dave (Sim) just didn't believe that promotion helps. So, we had to look for somebody who was very interested in promotion. We talked to several different companies, but, Fantagraphics was the one that was really interested. As you know, they have a very strong mail order arm and strong promotion. So, that was our basic reason for wanting to switch.

I couldn't have touched anything. I didn't even know the man! It's all insane! It's as if I were cursed.
Then I should visit a good witch doctor.

The Mask
© 1977
Bill Loebs
from
Cobalt Blue # one
January, 1977 issue
© Power Comics Co.

FF I was reading that you would be upping your paper stock.

BL We really have been looking forward to the whiter paper, because, I, myself, have been trying to develop a stronger, cleaner art style for the book. So the idea of whiter paper and better reproduction has just been an added incentive.

FF Have you thought about putting Journey in color?

BL We've been talking about it off and on. I would not like to have a regular book with regular comic book color. You can have nice effects with that, but, so often it's so tricky. I don't know how often people have come and said, "We've got this great process for color. We're gonna try it out and it's gonna be wonderful!" And it turns out not wonderful. It's so hard not to make your book look like a circus poster. I think that's the one big objection I have to most regular comic books. They have so much trouble getting the colors right and it obscures the linework underneath.

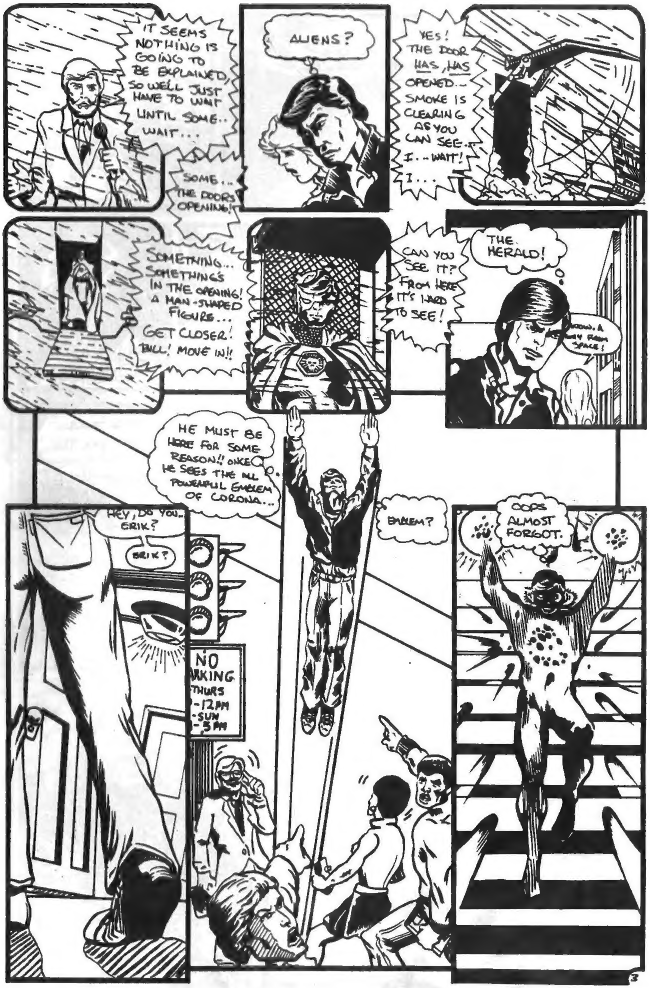
MORE WITH
BILL LOEBS
NEXT ISSUE

© Bill Loebs
from
Journey #15
published by
Fantagraphics Books

WHEN WE LAST LEFT, CORONA HAD CRASHED ON EARTH. HE WAS KNOCKED OUT, AND BROUGHT TO A DETROIT APARTMENT BY ONE CINDY DANE.
WONDER WHAT HAPPENED TO CINDY?
I WISH SHE'D GET BACK.
TELEVISION, INTERESTING CONCEPT
HMMM.
FOR CLOTHING YOU LIKE AT... PRICES YOU CAN AFFORD.
SALE ENDS SATUDDAY.
SO, THIS IS HOW THEY DRESS HERE.
WHAT'S THAT?
CHACLIK
HI, YOU'RE AWAKE? GOOD!
I JUST PICKED UP A FEW GROCERYS.
CARE FOR A BALOGNA SANDWICH?
HEY, NICE CLOTHES ERIK!
ERIK, WILL YOU LOOK AT ME? I'M TALKING TO YOU!
CINDY; PLEASE, FORGIVE ME.
WHAT'S WRONG, BIG GUY? YOU LOOK DEPRESSED.
I WAS JUST THINKING OF HOME.
HOMESICK, HUH?
HOME.. SICK?
YOU'RE NOT FROM DETROIT, ARE YOU?
NO, NOT EXACTLY.

Corona © 1984 by Jim Miller and Tim Dzon. All rights reserved.

NOW WE SKIP OVER TO DETROIT...
ALMOST THERE. IVE TIME TO PREPARE FOR MY ENTRANCE.
OFF WITH THIS.
MY BATTLE HELMET IS MUCH TOO CUMBERSOME.
AN ELECTRO-GRAPHIC PAD IS MUCH MORE PLEASING
MUCH BETTER.
WOW.
GET THOSE TANKS UP FRONT, CALL THE ROAD BLOCKS IN.
MOVE! MOVE!
I KNEW I SHOULDA JOINED THE NAVY!!
SYSTEMS CHECK.
AFFIRMED. SCANNED.
WILL THIS BE EXPLAINED AWAY BY THE ARMED SERVICES? I TEND TO THINK, NO.
EXCUSE ME!! PRIVATE!! EXCUSE ME.
WHAT'S THE SITUATION HERE?
I DUNNO! ALIENS OR SOMETHIN!! ASK THE CW!
UM..THANK YOO,
WELL, DUH-H...
2


IT SEEMS NOTHING IS GOING TO BE EXPLAINED, SO WE'LL JUST HAVE TO WAIT UNTIL SOME.. WAIT...
SOME... THE DOORS OPENING!!!
ALIENS?
YES! THE DOOR HAS, HAS OPENED... SMOKE IS CLEARING AS YOU CAN SEE... I.. WAIT! I...
SOMETHING... SOMETHING'S IN THE OPENING! A MAN-SHAPED FIGURE... GET CLOSER! TALL! MOVE IN!!
CAN YOU SEE IT? FROM HERE IT'S HARD TO SEE!
THE HERALD!
HE MUST BE HERE FOR SOME REASON!! ONE'S HE SEES THE ALL POWERFUL EMBLEM OF CORONA...
EMBLEM?
COPS ALMOST FORGOT.
HEY, DO YOU... ERIK?
ERIK?
NO
THURS
-12PM
SUN
-5PM

I DON'T BELIEVE THIS... WHERE AM I GOING?
I FORGOT I'M NOT HOME ANY MORE.
I'VE GOT IT.
FIRST, GET SOME ALTITUDE!
SECOND...
SEE IF YOU CAN... GOT IT.
ALL THOSE LIGHTS! BEAUTIFUL.
UH-OH
BEAUTIFUL.
HE IS HERE.
AS BEST OF ALL THE LINES OF SPIEDROIDS, I SWEAR IT WILL NOT BE TOO LONG!
RRRIP!
MY PLAN IS FORMING.

OOOOH SCARY!! BACK IN 30 DAYS WITH!!! The CONFRONTATION!

[Co-Creators] JIM MILLER - STORY, ART, + LETTERS / TIM DIXON - INKS

STUDY BREAK or

HOW TO BECOME A COMIC COLLECTOR WITHOUT REALIZING IT. part 2.

by Mike Kitchen

As I stepped away, I was accidentally bumped by a tall fellow with curly hair (what, no glasses?). He turned and handed me a piece of paper and said, "This is a flyer for my next show. You might want to come, if you're not busy that day."

He then turned around and continued on his way. I did notice something strange, however. He was skinny. Does this mean that he misses meals? Or does he burn his excess off by running around passing out his flyers? Or is this a sucessful comic dealer who has a membership at Vic Tanny? Nevertheless, I filed his ad in my pocket.

After passing several other dealers, I found that comics were not the only items of interest there. One dealer had several robots patrolling his table. Another had a small showcase displaying various types of non-sports cards (and I thought only baseball cards were worth something!). And still another dealer showed off a large selection of war and role-playing games.

Suddenly, something strange happenned. A black man hopped up on an unused table and began shouting to the crowd of collectors and dealers. He began what sounded like an old-fashioned sales pitch (you know, the kind used by the salesmen who came in the covered wagons, selling their 'Cure-All' medicines to the ignorant peasants), but, in all actuality, he was beginning his auction. At times, his words caused me to chuckle, but, he had the rest of the dealers and guests collectors and dealers rolling on the floor. At this time, I had wished I was a comic collector, so I, too, could enjoy the fun he was giving his guests.

After the auction, I found Bill. He had a stack of comics taller than my stack of school books back at the dorm. I asked him if he was ready to go. A look of disappointment fell across his face, so I asked him what was wrong. He said that he was sorry, but, he had just begun. He also apologized for bringing me to what he must have thought I looked on as a hell of boredom. I reassured him this was not so, and told him I would watch his comics in the lobby and to go on back in and enjoy himself. After all, what did I have to go back to?

I went to the lobby and sat on a couch that was placed there for all the tired moms, dads, wives, girlfriends, and now, roommates, of comic book collectors. Remembering that my partner had just started, I decided to pass the time by looking through his purchases.

Now I've heard of Batman and Robin, Superman, Spiderman, and Wonder Woman, but, Billhad some comic book characters in his collection that I had never even dreamed of.

There was a Blue Devil, a Force of outer space computer experts (I think), a Warlord, a Dreadstar, an American Flagg, a dreaded Judge, a Squadron of All-Stars, a Strange Doctor, and such monstrosities as a dog-person, a talking aardvark, and a cute bunny! There was also a Spiderman comic book, but it couldn't have been the same guy I had heard of. This Spiderman had a black costume.

I decided to read the one whose cover had first caught my eye. It was called Jon Sable, Freelance, and it was about a guy who was hired to find a missing POW in Viet Nam. Luckily, Bill had purchased the next issue of the book, so I got to finish that neat story. Soon, I found myself reading about a crazy badger, a violent nun, and a normal man. I was now officially hooked.

As I finished the last issue of a Hercules mini-series, Bill returned with a slightly smaller stack of books. He was ready to go and so was I. It was just about 3:30. We went out to his car and headed back to TMU. But, before I left, I checked my pocket. There, still tightly folded, was the flyer that the skinny guy had given me. I left it in its place, assuring myself that there would be another day of fun and fantasy at a local comic book convention.

the end.

Note: The author does not suggest that you use comic books as an excuse for not studying! However, at those times when you really need to get away, comic books are the perfect ticket to another world.

The UNKNOWN

SWAMI

Ahhaaa! Once again, the Unknown Swami has come to grace you with words of wisdom from the future of comics through his close rappor with the spirits from the unseen worlds.

As the mists of confusion part, the first vision I see is that of Superman returning to the JLA only to find Aquaman and the new members running the show. Highly upset, he brings the Inferior Five in to mop up the floor with the newcomers, while he gives Aquaman a swift kick right in the tuna.

During the Crisis on Infinite Earths, Capt. Carrot and his Zoo Crew save the day by defeating the Monitor.

Marvel's Secret Wars is such a big hit that the company decides to do Secret Wars II, in which Thor gets a haircut, the Hulk begins wearing pink pants, and collectors go wild over Spiderman's new, all-white costume.

Avengers sales will soar as, following all the transforming robots craze, the vision (possibly in Secret Wars II) gains the power to turn into a dump truck.

The new Robin will quit being Batman's new partner and will start his own new group called Orphans, Inc. This will not be a new super group, however, but a new New Wave group. So what else is new?

And finally, in a special mini-series, the X-Men will team up with the Fraggle Rock gang to combat the evil, villainous White Rabbit.

This is as much forbidden knowledge I dare reveal to you at this time. However, I will rest and meditate for the next fortnight, bringing you new secrets in the next installment. In the meantime, I say unto you, "yamamamanalochoo eeyop corpoonoo jaleewasna!"

ECLIPSE COMICS SPREAD THE WORD.

Hey, whadda ya know? we made it to issue number four! An' they said it couldn't be done. Well, here's the goodies what I uncovered last month while snoopin' aroun'.

Thru' my unnerground rat network, da Snoop here caught wind that there's a King Kon scheduled for 1985. This one's reported to be a two-day show that promises to to be even better than the first. The guys an' I at the fanzine are countin' down the days already.

Michael Lester of the Encore Con has started a west side show, the X-trava-con, first held on December second, at the American Legion (San Souci) Hall, 25900 W. Nine Mile Rd., Farmington Hills. It was a pretty good show, lotsa people movin' aroun', lotsa action (especially during the raffles), an' on top of everythin' else, they had food! Now, da Snoop thinks that this is very important. I often get the munchies while snoopin' aroun' with my mouth shut an' my ears open.

Speakin' of snoopin', let me tell ya what happened to da Snoop the other day. A fan was browsin' thru' a back issue box at one of the stores what da Snoop often frequents. He picks up a copy of Spider Woman #1 an' exclaims, "Wow, a number one issue!" Then, he turns to me an' says, "Check this out. It says 'FIRST SPECTACULAR ISSUE'. This one ought to be great!"

He then ran up to the counter an' bought it. I stood there for a minute, an' then it hit me. The only reason he bought that book was because of the blurb that said 'FIRST SPECTACULAR ISSUE'. Those must be some pretty powerful words. It occurred to me that all a comic book company has to do is use those adjectives to sell their books to the unsuspectin' fan.

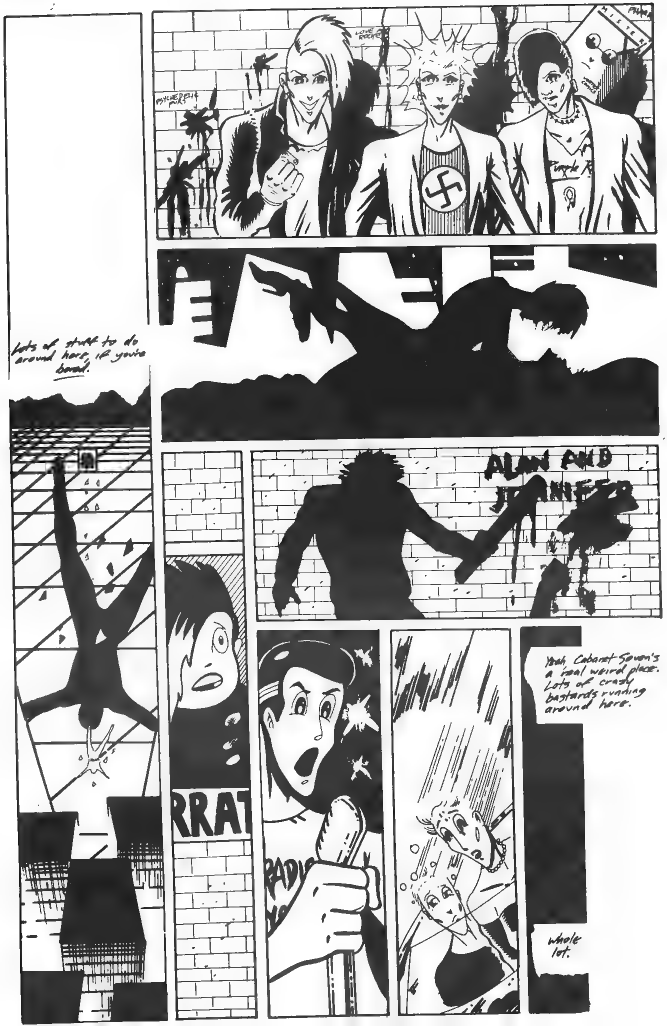
Believe me, some of 'em are pretty temptin' adjectives, too. Like, 'BIG FIRST ISSUE'. No one wants to miss out on a 'BIG FIRST ISSUE', do they? Or, how about 'SPECIAL COLLECTOR'S EDITION'. This sounds like somethin' great to da Snoop. But, the list goes on with eye-catchers like 'ALL-NEW, ALL-ACTION', or 'FIRST ISSUE COLLECTOR'S ITEM'. Boy, that sounds pretty important, eh? Or maybe 'SPECIAL PREVIEW ISSUE', 'BIG PREMIER ISSUE', 'ACTION-PACKED FIRST ISSUE', 'IN THE TRADITION OF (whoever's most famous character)', 'LIMITED COLLECTOR'S EDITION'. Now, that last one sounds like da Snoop better pick one (or two) up in a hurry before they're all gone! How about these two: 'PULSE-POUNDING PREMIER ISSUE' an' 'SENSES-SHATTERING SPECIAL ISSUE'. Try sayin' those three times fast. There are other exciting adjectives you can use, like CLASSIC, SHOCKING, THRILLING and CHILLING. So, next time you pick up a comic book, check 'em out. I mean, how can ya pass up 'FROM THE PEOPLE THAT BROUGHT YOU (so an' so), ALL-NEW SPECIAL LIMITED EDITION COLLECTOR'S ITEM FIRST ISSUE'? I guess that's better than a 'PLAIN OL' DULL BORING DROP DEAD ISSUE'.

Well, gots to get ready for the next con, so don't miss our next 'SPELL-BINDING' installment of da Snoop.

--Chow, da Snoop.

Ambush Bug® DC Comics 1984

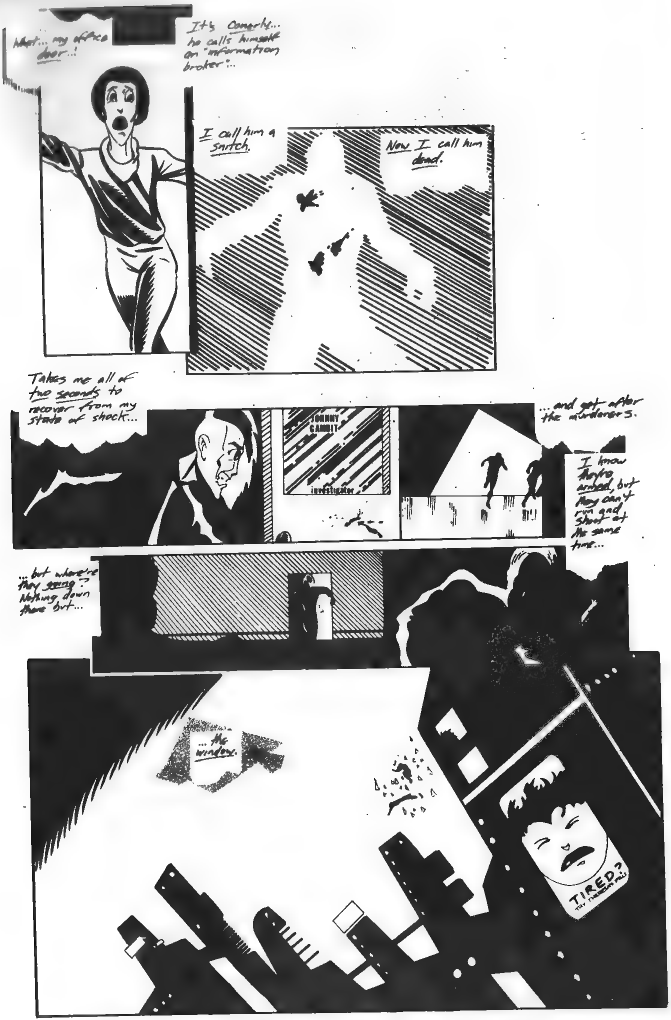
WARRIOR VIC ON SALE SOON!
Well, it's another Saturday night here in Cabaret Seven and I can assure you, the name of the city is just what it implies.
I mean, if you can't find what you need in this crazy place, it probably doesn't exist.
LEKA

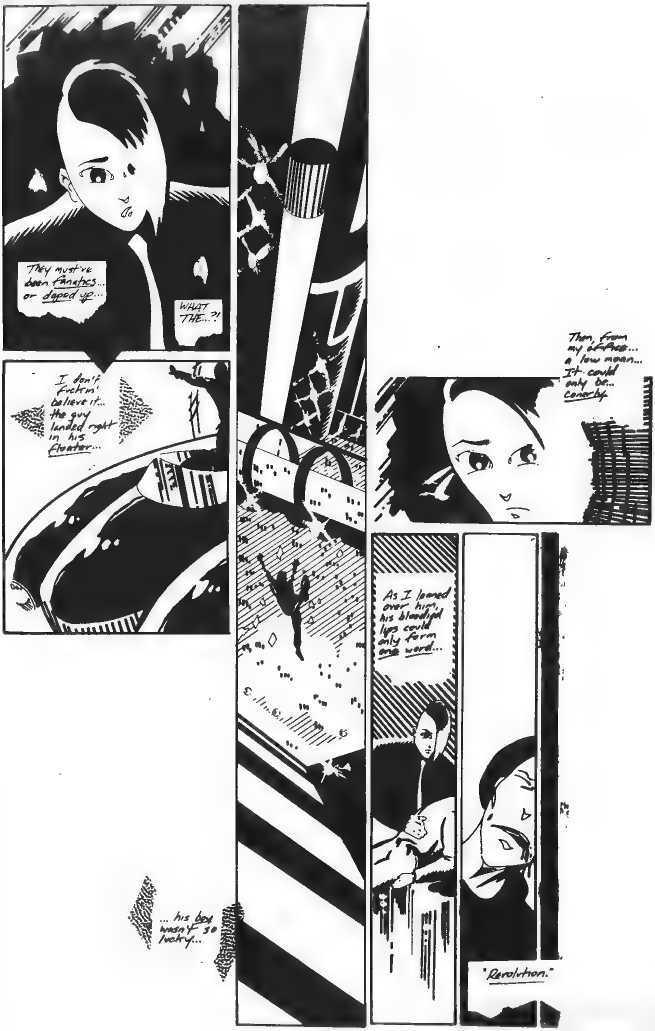

Lots of stuff to do around here, if you're bored.
ALAN AND JENNIFER
RRAT
Yeah. Cabaret Sewer's a real weird place. Lots of crazy bastards running around here.
Whole lot.

The sign across the street is flashing on and off fast enough to drive a man crazy.
I dunno, though... I like it. Fits my mood... light one minute, dark the next.
Guess I'm more introspective than most.
Oh, pardon my manners. I forgot to introduce myself.
Like it says on the door... I'm JOHNNY GAMBIT, an' I'm a Private Eye.
Ex-cop. Ex-Palladium Force. About 40 years of living crammed into 17. And y'know what..?
I need a drink.
Uh-oh... somethin's up outside...

REVOLUTION MOON

CREATED AND DRAWN BY


What... my office door...
It's Conerly... he calls himself an "information broker"...
I call him a snitch.
Now I call him dead.
Takes me all of two seconds to recover from my state of shock...
JOHNNY GAMBLE
INVESTIGATOR
...and get after the murderers.
I know they're armed, but they can't run and shoot at the same time...
...but where're they going? Nothing down there but...
...the window
TIRED?


They must've been fanatics... or doped up...
WHAT THE...?!
I don't fuckin' believe it... the guy landed right in his floater...
... his body wasn't so hefty...
Then, from my clothes... a low moan... It could only be... Conerby.
As I leaned over him, his bloodied lips could only form one word...
"Revolution."

It's an hour later... the meat wagon's got Conerly's body... and I had to answer the standard questions from the cops...
Funny, cops had more respect when I was on the force...
It's taken me a while to calm down... Let a man get shot on your doorstep and see if you don't get excited...
Anyway, I wanna know who killed Conerly... and I can find out faster than those chuckleheads...
Now don't get me wrong, the man was a fink... and he was no friend of mine.
And I'm by no means altruistic...
DIANNA'S
RADICAL YOUTH
LIVE
...but the dick got shot in my office.
And what about this "revolution" crap?
I'm on it.
CONTINUED

HEROES UNKNOWN

Mike Kitchen

So tell me, fans, what are some of the most violent comics being published today? Vigilante? Omega Men? Twisted Tales? Now that you have thought about it, can you name a comic book hero that has accounted for an average of four deaths per issue? If you guessed Jonah Hex, give yourself a star. During the first 63 issues, it was noticed by a fellow Hex fan, that he had gunned down, knifed, or otherwise murdered 245 men! Let's take a look at this violent (?) character that John Albano and Tony Dezungia introduced in All-Star Western number ten, so very long ago.

Jonah's father was an alchoholic, wife-beating, child-hating old cuss. When Jonah was only thirteen, his father sold him into slavery so he could afford his next bottle.

Two years later, Jonah was in the right place at the right time. A puma attacked an Apache chief who was travelling alone, when Jonah wandered upon the scene. The young Jonah rushed the big cat, wrestled it and finally killed the beast. The chief was so grateful, he welcomed Jonah into his tribe as his newly-adopted son. However, the chief's blood son, Non-Tante, became jealous of Jonah's skills and abilities. Finally, the chance came for Non-Tante to rid the tribe (and himself) of the adopted white man.

The two young men were to sneak into an enemy tribe's camp and steal a horse, thereby proving their prowess as Apache warriors. Inside the sleeping Kiowas' camp, Non-Tante knocked Jonah unconscious and rode away on a Kiowas horse. The noise woke the tribe, and they found the dazed Jonah. Tied to a stake and sentenced to death for Treachery and intrusion on the Kiowas (tough laws), he was rescued by a Cavalry squad raiding the Indians' camp, slaughtering their red-skinned rivals. The Cavalry leader released Jonah, but when he ordered the deaths of two young Kiowas children, Jonah tried to stop him. That got him a bullet in the gut, and they left him to die.

An old trapper found him and nursed him back to health. As soon as he was well enough, he thanked the old man and left to wander the countryside. He served the U.S. Army, first as a buffalo hunter, then as a scout and tracker, and, finally, as a soldier for the Confederacy during the Civil War. After General Lee surrendered to General Grant at Appomattox, he wandered again.

One day, he came upon the remains of a recent Indian raid. Recognizing that it was the Apache form of attack, he followed their retreating trail and found his old tribe. Jonah approached the chief and told him about what had happened that night at the Kiowas camp. The chief decided that a contest would be held: a hand-to-hand battle with tomahawks to the death. The warrior who was telling the truth would emerge the winner. Again, Non-Tante double-crossed Hex, arranging things so that Hex would get a tomahawk with a bad handle. As expected, during the battle, Hex's weapon broke, leaving him defenseless. Hex realized that he was in trouble, so he pulled out the dagger he keeps hidden in the collar of his coat, and killed his half-brother.

This infuriated the chief. Jonah had broken the law of the Apache, and would have to be punished. Tied to a stake, Hex was branded by the chief with the 'mark of the demon'. This is how he gained his famous scar. He escaped from the camp and became what he is today: the fastest gun and the fiercest bounty hunter the West would ever know.

Just because Jonah Hex is an extremely violent comic doesn't make it bad. And just because it is a western book, don't underrate it. Take it from me, I am not a western fan at all. I'll watch a prime time sit-com before a cowboy movie. When my father would put on a Willie Nelson album in the living room, a sudden crescendo of Pink Floyd would fill the house until Dad pulled rank on me. I'll even go as far as to root against the Dallas Cowboys. So you see, you don't have to be a fan of westerns to like Jonah Hex.

But, the comic is more than just violent. Jonah has been married and divorced. Presently, he has two other women after him, as well as every two-bit skunk who thinks he can achieve fame by gunning down the West's fastest gun.

So, if you like wild action with a mortal hero, check out what Micheal Fleisher and Tony Dezungia are doing with Jonah Hex.

FANTASTIC LETTERS

From our reader's

Dear Roy & CO.

Thanks for the free copy of #2 you sent with my order of Fantastic Fanzine #1.

I'm enclosing a check for 50¢ for #3. (I'll hold off on subscribing since I think I'm getting a sub for Chistmas.)

Here are my comments on the first two issues. I really enjoy the fannish feel of the zine.

Felonious Katt was great but I'm afraid I don't enjoy The Adventures of the Weinie Bros.

I like the idea of the top 36 but I don't know how you came up with the rankings. Who ranks these? What was the FCT in the first issue? Percent of what? Maybe I'm just naive....

Da Snoop is a good column but "da time for da Snoop here ta git on wit da comic con report" to grate after awhile.

I liked the information on King Kon and the rest of the Eastern Michigan con scene. It made me wish I lived closer.

Incidently, wasn't the silhouette of the Hobgoblin, on the cover of #2 supposed to have a copyright notice on it?

I'm really enjoying Fantastic Fanzine. Long may it continue.

Marc's Comic Corner
114 W. Allegan Street
Otsego, Mich. 49078

Marc,

As you can see in the Editor's Page, that 'fannish feel' is what we want to have and keep. Also, as of this issue, I will be editting Da Snoop (hope he doesn't mind). About the Top 36; at first, Ralph, Bob, and I, plus a few of our comic reading friends voted for the Top 36. Now, we have a ballot form in the zine itself for you to send in your own list of books. Comics in the Top 36 must be regularly published comics (monthly, bi-monthly, quarterly, or whatever). We do not rate specials, annuals, mini-series, maxi-series, or one-shots. Your number one rated book will recieve a value of 36 points, your number 36 rated book gets one point. Depending on the number of ballots we receive, the maximum points possible is determined. By simple addition, we find the points a particular book got and the percentage of the total points possible it got. Ta-da!

Dear Editor,

Thank you for sending copies of Fantastic Fanzine. A well put together zine, and it is nicely priced. (How do you manage the latter?) Goodluck in keeping to your monthly schedule. Each issue shows improvement over the prior effort. I predict you will, in the months ahead, start attracting more writers and artist to draw material from, but I do not plan to subscribe. One reason is the level of writing. Get a dictionary and study some grammer. You are publishing a handbook for the semi-literate.

Also, you have made a decision to stay with the new and "hot". Which should endear you to the many younger fans I see prowling around-who have no idea comic books existed before X-MEN #94. For some of us Heroes Unknown conjures up images not of current under appreciated characters, but of the INFERIOR 5, MAGUS, BAT LASH, BLUE BEETLE, THE FAB 4, SUE AND SALLY SMITH, and others. I'm not saying you are wrong, there are probably more "new and hot" junkies around than my ilk. But I am pointing out how your choice of content affects who you appeal to.

Thanks,
Lawrence Stewart
209 S. Third St.
Oskaloosa, Iowa 52577

Larry,

Can I call you Larry? I got a great idea. Why don't you write us up some Unknown Heroes columns featuring the characters you feel deserve a shot at the spotlight? We're always looking for people to submit their ideas. And you'll be famous, too!

Dear Snoop:

Just dropping a line to thank you for the write up on King Kon. For a first time convention, it went extremely well. Most of the dealers and fans kept asking us when the next one would be, but we weren't sure if there would be a next one. This was meant to be a one-time shot. However, due to popular demand, (Here's a scoop, snoop) there will be a Return of the King Kon. We haven't got the details yet but we do have some guests tentavily lined up. It'll probably be a two day con.

Dates will be announced shortly. We're working with Gary Sibley (Vintage Con) and Mike Lester (Encore, Extravacon) to insure we don't schedule the cons on the same day. If we all work together, it can only help the con situation.

Gary Reed
King Kon Productions

Gary,

Personally, I enjoyed the King Kon and am looking forward to its return. Keep us informed and we'll keep the fans aware of the situation. Thanks.

Dear Jeff,

'Fantastic Fanzine' just keeps getting better and better! Your third issue is the best yet. No, that's not just because you printed my letter. Thanks a lot, by the way. I would not have minded my address being printed also. I welcome any and all correspondence with other comics fans.

I really enjoy seeing covers of upcoming comics in advance. I was glad to see you were able to feature a few this time around. No doubt Carl Potts made them available to you when he was interviewed. As such, this is something you might not be able to do on a regular basis. It would be great if you could however.

The Potts interview itself I found interesting. I wish the interviewer (why wasn't he/she credited?) had gotten some specifics from him about what directions his books will be going in. I do realize that space is limited and an effort was made to cover subjects of a general interest to most readers.

'Corona' looks promising. Isn't 'Herald of Death' a rather campy name though?

'Da Snoop' remains hard to read, for me at least.

I missed the comic review section this issue. What happened?

Still can't work up much interest over 'Wheinis Bros.' or 'Felonious Katt'. Sorry, guys.

Finally, from my previous letter you might have gotten the impression that I wanted FF to become a carbon copy of every other fanzine on the market. Nothing could be farther from the truth. Keep your emphasis on the local scene.

Oh, one more thing before I go. I have included a list of my top 36 for your poll. One thing you didn't make clear was whether this list should cover titles that appeared only in November or whether it should just be a list of current favorites. I assumed the latter.

That's it for now. Talk to you again in four weeks or so.

Sincerely,
John P. Parrish III
25428 Peter Kaltz St.
Warren, Mich. 48091

Hey John!

This is becoming a regular thing. Yes, this issue, too, we are featuring covers of upcoming comics around the mag. I did the Carl Potts interview. 'Herald of Death' campy? I dunno, ask Jim and Tim. Check out 'Da Snoop' this issue. OK, OK, for the moment Fel, Felix, Waldo and Poing are unemployed. You want reviews, you got 'em. Top 36 is monthly based, only issues dated for the particular month are included. Whew! I think I covered everything.

Thanks,
Stu

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TOP 36

EXTRA! EXTRA! EXTRA!
Yes, you can still partucipate in Fantastic Fanzine's Top 36! Just fill out this handy-dandy form below and send it (or a facsimile thereof) to:

FANTASY UNLIMITED
317 W. Cross
Ypsilanti, Mich.
48197

COMICS COVER DATED APRIL 1985

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Remember the only way you can get your favorite comic up to the top is to vote for them. So grab that pen or pencil and write in your own Top 36. See ya at the top.

BANK	LAST MONTH	TITLE
1	4	NEW TEEN TITANS
2	9	SAGA OF THE SWAMP THING
3	7	THOR
4	6	AMERICAN FLAGG
5	14	JUDGE DREDD
6	3	X-MEN
7	—	NEXUS
8	8	CEREBUS
9	5	NEW MUTANTS
10	2	POWER PACK
11	11	JON SABLE
12	—	WEB OF SPIDERMAN
13	12	BLUE DEVIL
14	16	FANTASTIC FOUR
15	—	GROO
16	—	ELEMENTALS
17	18	DREADSTAR
18	—	SISTERHOOD of STEEL
19	20	SPECTACULAR SPIDEY
20	1	TALES OF THE TEEN TITANS
21	21	GRIMJACK
22	22	AVENGERS
23	19	THE LEGION OF SUPERHEROES
24	10	ALPHA FLIGHT
25	28	DARE DEVIL
26	—	DALGODA
27	27	ATARI FORCE
28	23	IRON MAN
29	24	BATMAN
30	13	AMAZING SPIDERMAN
31	29	CAPT. AMERICA
32	—	AMETHYST
33	—	JOURNEY
34	13	BATMAN AND THE O-SEES
35	30	WARLORD
36	26	MICRONAUTS